

[0035] Claims:

1. A method of playing a game comprising the steps of:
 - a) providing a plurality of categories;
 - b) selecting a category from said plurality of categories and communicating said selected categories to one or more teams of two or more players;
 - c) at least two of said two or more players of said one or more teams recording one or more responses to said selected category and ranking said one or more responses in an order;
 - d) comparing said ranked responses between said at least two players on at least one of said teams and determining a point total for each of said at least one of said teams based at least in part on said comparison of said ranked responses; and,
 - e) taking an action based at least in part on said point total.
2. A method according to claim 1, wherein each of said plurality of categories is associated with one of a lesser number of category indicators and step b) further includes selecting one of said lesser number of category indicators.
3. A method according to claim 2, wherein step a) further includes providing a selection device adapted to randomly indicate one of said lesser number of category indicators, and step b) further includes utilizing said selection device.
4. A method according to claim 3, wherein said selection device is a multi-sided die, and step b) further includes rolling said die.

5. A method according to claim 1 further comprising a step of limiting said two or more teams to a lesser number of participating teams.
6. A method according to claim 5 further comprising a step of determining by random selection if said two or more teams are to be limited prior to said step of limiting said two or more teams to a lesser number of participating teams.
7. A method according to claim 1, wherein said action in step e) includes forming a cumulative total.
8. A method according to claim 7 further comprising a step of repeating steps a) to e) until said cumulative total reaches a predetermined value.
9. A method of playing a game comprising the steps of:
 - a) providing a game board, a plurality of game pieces, a plurality of categories and a selection device, said game board having a path formed from a plurality of discrete spaces extending along said game board;
 - b) selecting a category from said plurality of categories;
 - c) communicating said category to at least two players on at least one team;
 - d) said at least two players on said at least one team recording one or more responses to said selected category and ranking said one or more responses in an order;
 - e) comparing said ranked responses between said at least two players of said at least one team;

- f) determining a point total for each of said at least one team based at least in part on said comparison of said ranked responses; and,
- g) said at least one team moving an associated one of said plurality of game pieces along said path of said game board a number of said spaces proportional to said point total.

10. A method according to claim 9, wherein step f) further includes determining a first point sub-total based on the number of common responses.

11. A method according to claim 10, wherein step f) further includes determining a second point sub-total based on said number of common responses that are also commonly ranked, and combining said first and second point sub-totals to form said point total.

12. A method according to claim 9 further comprising a step of multiplying said point total by a multiplier prior to step g).

13. A method according to claim 9 further comprising a step of repeating steps a) to g) until one of said plurality of game pieces reaches a pre-defined area of said game board.

14. A method of playing a game comprising the steps of:

- a) communicating a category selected from a plurality of categories to a plurality of teams, each having two or more players;
- b) providing a recording medium suitable for each of said two or more players of each of said plurality of teams to record one or more responses to said category;

- c) prompting at least two of said two or more players on at least one of said plurality of teams to record one or more responses to said category and rank said one or more response in an order;
- d) comparing said one or more ranked responses between at least two of said two or more players on said at least one of said plurality of teams;
- e) determining a point total for each of said plurality of teams based at least in part on said comparison of said ranked responses; and,
- f) taking an action based at least in part on said point total.

15. A method according to claim 14 further comprising a step of providing a game path having a plurality of discrete spaces and a game piece displaceable along said game path.

16. A method according to claim 15, wherein said action in step f) further includes advancing said game piece along said game path a number of said discrete spaces correlated to said point total.

17. A method according to claim 14, wherein step e) further includes determining a number of responses common between said two or more players for each of said teams.

18. A method according to claim 17, wherein step e) further includes determining a number of common responses that are also commonly ranked.

19. A method according to claim 18, wherein step e) further includes assigning a number of points to at least one of said number of common responses and said number of commonly ranked responses.

20. A method according to claim 14 further comprising repeating steps a) to f) until a winning team is determined.